

CLAIMS

What is claimed is:

1. A foreign language training system for making questions and sentences within a limited time operated through an operating interface at a user end to perform real-time foreign language sentence-making practices, which system comprises:
 - a sentence-making setting control module, which allows control option settings at the user end to perform different practices;
 - a sentence pattern database, which stores at least one set of sentence pattern sample data that are to be extracted using a sentence pattern code;
 - a sentence-making input decision module, which takes an input entered at the user end and compares it with the sentence pattern sample data extracted from the sentence pattern database; and
 - a central message control module, which monitors and controls operations performed at the user end, generates different control messages corresponding to the control operations, and transmits the control messages through the linkage with each of said modules;wherein after the comparison is finished the central message control module determines whether the same problem is given or a new problem should be made according to the comparison result.
2. The system of claim 1 further comprising a sentence-making problem module, which determines the sentence pattern code through a random number generator and extracts a corresponding sentence pattern sample data from the sentence pattern database.
3. The system of claim 2, wherein the random number generator generates random

numbers using a random number series stored in a random number table.

4. The system of claim 1, which is implemented on a computer executable hardware platform.

5. The system of claim 4, wherein the computer executable hardware platform is selected from the group consisting of a PC (Personal Computer), an NB (Notebook computer), a PDA (Personal Digital Assistant).

6. A foreign language training method for making questions and sentences within a limited time to perform real-time foreign language sentence-making practices through an operating interface at a user end, which method comprises the steps of:

- 10 using a sentence-making setting control module to complete settings for how to perform practices;
- using a sentence-making problem module to generate a practice sentence output;
- using a sentence-making input decision module to perform a sentence-making process; and
- 15 a user finishing the sentence-making training process.

7. The method of claim 6, wherein the contents of the settings for how to perform practices include the length of a sentence in problems, the style of sentences in problems, the length of a limited time for answering a problem, and the speed of reading a sentence.

8. The method of claim 7, wherein the style of sentences in problems includes at least
20 an original tense and a variation tense.

9. The method of claim 6, wherein the step of using a sentence-making problem module to generate a practice sentence output; further comprises the steps of:

 using a random number generator to generate a random number according to the

setting for how to perform practices;

extracting a corresponding sentence pattern sample data from the sentence pattern database using the random number;

presenting a problem sentence pattern in the sentence pattern sample data for a short time period;

performing random partition and recombination on the sentence pattern sample data to generate the practice sentence; and

using the sentence-making problem module to make an output presentation of the practice sentence.

10. The method of claim 9, wherein the random number generator generates the random number using a random number series stored in a random number table.

11. The method of claim 9, wherein the sentence pattern sample data include at least fields for sentence pattern codes, text contents before and after a sentence pattern, translation text contents of a sentence pattern in the user's native language, voice contents before and after a sentence pattern.

12. The method of claim 11, wherein both the text contents before and after the sentence pattern and the voice contents before and after the sentence pattern include question sentences and answer sentences.

13. The method of claim 9, wherein the problem sentence pattern to be presented for a short time period is selected from the group consisting of combinations of the text contents before and after a sentence pattern, translation text contents of a sentence pattern in the user's native language, voice contents before and after a sentence pattern.

14. The method of claim 9, wherein the random partition and recombination are performed at each time a new problem is made.

15. The method of claim 9, wherein the output presentation is done by playing voices and texts at the same time.

16. The method of claim 9, wherein the step of using a sentence-making input decision module to perform a sentence-making process further comprises the steps of:

5 using the sentence-making input decision module to obtain the sentence pattern sample data to comparison;

 receiving an input entered by the user through a UI (User Interface);

 using the sentence-making input decision module to perform a comparison between the user entered sentence and the sentence pattern sample data; and

10 automatically adjusting a problem answering limited time.

17. The method of claim 16, wherein the UI performs I/O (Input/Output) actions through an I/O peripheral device.

18. The method of claim 17, wherein the I/O peripheral device is selected from the group consisting of a keyboard, a mouse, a digital touch-control panel, and a voice playing
15 system.

19. The method of claim 16, wherein the adjustment of the problem answering limited time is determined by an initial value and a change amount in each adjustment set by the user.

20. The method of claim 19, wherein the adjustment of the problem answering limited time is gradually decreased.

20 21. The method of claim 16, wherein the comparison result is used by the system to determine whether the same problem is given again or a new problem is to be made.